

College Quest : A game for college freshmen.

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Abstract

In our life, starting anything is the scariest part. This is also true for college students who have just transitioned from high school to adulthood. We designed the college life simulation game "Colleague Quest" to give freshmen a first-hand experience of college life. There are many simulation games based on college life, but we want to focus on the realistic and important aspects of college life and the things that are good to know. Through this game, we hope that many students can get rid of their fears of college life and spend a meaningful school life.

Keywords: school life, indirect experience

1 Introduction

Nowadays, we spend our entire teenage years in school, and several more years in college as adults. Despite this long period of time, university is very different from school life, and students who enter university for the first time without knowing anything about it often find themselves in a difficult situation. The biggest reason for this is that school up to this point was a passive way of studying only designated subjects based on compulsory education, while university is not compulsory and students have to find out what they need to study on their own. In order to overcome this situation where students are accustomed to the passive way of studying, we came up with a simulation game that shows university life. There are already many games related to university life. We went a step further and designed a game that addresses the topic of the difficulties of university life using the element of games, and designed it to be accessible to freshmen, so that they can know the elements they want to know and feel confident about university life and have fun through games at the same time.

2 Motivation/Purpose

This project can be a great way to point new students in the right direction as they embark on new challenges ahead. During the coronavirus pandemic, we have been living indoors and alone more and more than ever before. As a result, there are many students who have relatively little interaction with people. There are many challenges in college, such as environmental variables, assignments, papers, teamwork, graduation, double majors, etc. In this game, we will solve these problems in a more realistic way, and we hope that many freshmen will feel it through the game. As a result, the purpose of this project is to explain many parts of school life that may seem difficult to students through the familiarity of a game, and through this, we hope to alleviate some of the difficulties in real school life based on our first-hand experience of school life.

3 Related Work

3.1 Group Work Simulator

It's a simulator game about group work, which is a big part of college life. The game lets you customize your character's stats, assign roles to your teammates, and play as a team. There will be some disagreements, and some members will excuse themselves from participating, but the goal is to overcome them and get good grades in the end. Players can experience the realities of teamwork, responsibility, and society through the game.

3.2 Business Administration Job Maker

A career simulator game centered on a business administration student. Players have stats, and managing those stats plays an important role in the game. The objective is to graduate the business student safely while distributing the stats appropriately, as a drop in certain stats can highlight disadvantages. The game features a variety of business school lectures, team play, and even a graduation finale. In many ways, you can feel the pain of being a business student.

4 Problem Statement

Some freshmen who enter college for the first time have no close seniors, so they start their college lives with insufficient information. Even if some students can get information through their seniors and school communities, such as how to sign up for classes using course registration system, what they do in clubs, and how group assignments work, they may be panic or make wrong choices in the real situation. This is because most of this information is conveyed in texts or words, so it can be vague from the perspective of students without experience. For example, if students register for a course for the first time, various situations may occur, such as failing to schedule the first course they chose or the number

of people waiting is displayed to be way higher than it is. Even though they know in head what to do next in those situations, they may get flustered and make wrong choices such as refreshing the web page, which directly leads to failure.

In addition, students face lots of group projects in college life. In most group projects, students divide their roles to conduct data research, make PowerPoint, and do presentation. Since group assignments are carried out in a similar format, once students experience it, they will be able to learn how to do group assignments more efficiently.

Therefore, a way for students not only to obtain information about college life, but also to experience college life in advance is needed.

5 Proposed Solution

The proposed solution is to develop a simulation game 'College Quest' using Unity software to improve the existing problem situation and to manage and experience college life more effectively. "College Quest" is a platform that allows students to experience and manage school life virtually, helps them experience various aspects of school life, and has key features that increase user immersion through mini-games and script-based conversations for each grade, and the core planning intentions of the game and the composition of mini-games provided by grade are as follows.

Intention of the plan

The main initiative of "College Quest" is to have fun and indirect experiences of major events that you can experience during your college years. It covers various aspects of school life and provides educational value and enjoyment to users at the same time.

Concept

The concept of the game is a simulation game that depicts major hardships and difficulties for freshmen to enter college and graduate. Users will start as freshmen and experience their journey to graduation.

Materials and Genres

The subject of the game is college life, and the genre is simulation games. This allows users to experience realistic school life and make decisions about various situations.

Major platforms (system specifications), gameplay

"College Quest" is playable on the Android platform and can be enjoyed on mobile devices. The game is played from a first-person perspective to increase the user's immersion, and the game is played through various mini-games and script-based conversations.

Target audience (major consumer group)

This game is aimed at various target groups.

- Pre-college students: Experience college life in advance to raise expectations for college life and prepare for future life.
- College students: Experience fun and realistic situations through empathy in current college life.
- College Graduates: Have fun through memories and recollections of past college life.

Characteristics of the game (differentiation, main fun factor)

Key features of the game include

- First Person Perspective: Users play the game in the main character's role, increasing their immersion.
- Various mini-games: You can enjoy various mini-games by grade, increasing the fun of the game.
- Mental Index: The user's mental index affects the progress of the game, and controls the difficulty of scripts and mini-games. A dropout (leave of absence) ending occurs when the mental index is too low.
- Realistic representation: The game depicts realistic trends and situations in school life, giving users a sense of reality.

Worldview and storyline settings

The view of the game is set in Hankook University (virtual university). At the start of the game, freshmen enter with high expectations for college life, but experience their college life while facing various difficulties. This allows the user to experience the growth of the main character and school life.

1st grade (application for course)

- Starting with the college life of first-year students, the course registration simulation was set as the first mini-game.
- Users should choose a lecture timetable and choose a lecture according to the competition rate.
- Success conditions: If there are no more than two lectures that are successful or unsuccessful in registering for all lectures.
- Failure conditions: If there are three or more lectures that have not been successful in registering for the course

2nd grade (club)

- In the second grade, students experience school life focusing on club activities.
- Experience various club activities through mini-games and scripts and enjoy meetings with friends.
- We play about 5 games by mini-gaming mt drinking games. (Nunchi Game, Baskin Robbins 31, Bunny Bunny Carrot Carrot).
- Whenever you lose a game, the alcohol gauge rises and the screen turns red as the alcohol gauge rises.
- Failure conditions: When the alcohol gauge is at full capacity.

3rd grade (group assignment)

- In the 3rd grade, students experience realistic tasks and group management through the group task simulator.
- Choose one of the categories of research, ppt production, and presentation and experience the process.
- Communication with the group is implemented in script to provide users with a variety of interactions.

4th grade (preparation for employment and interview)

- In the fourth grade, students experience the end of their college life through job preparation and AI interview games.
- It consists of mini-games such as Hanoi Top Game, Emotion Test, and Weather Matching.
- Users earn extra points based on the percentage of correct answers.

These "College Quest" games offer a variety of grade-specific experiences, allowing users to experience different aspects of school life and engage in immersive participation. The game is playable on the mobile platform (Android) and targets a wide range of target groups, from prospective college students to college students and graduates. "College Quest" will provide realistic and fun college life simulations to provide users with both educational value and enjoyment.

6 Planning in Detail

6.1 Role Assignment

In this project, each person is responsible for the development of one mini-game and an additional role. Additional roles were assigned based on personal interest. Table 1 shows role assignment for each person.

Names	Unique Role
Dajeong Kim	Arts
Seoyeon Kim	Framework
Jongik Park	Scripting
Yesom Ha	UI Design

Table 1: Role Assignment for each person

6.2 Schedule

For project schedule, we divided our project into subtasks and assigned weeks based on expected workloads. Planning will be done for the first two weeks. From week 4 to 6, scripting, UI design, arts, and framework will be done by each assigned member. After then, mini-game development is scheduled for 5

weeks. Sound work will be done along with mini-game development and testing will be done for the last 3 weeks. Figure 1 shows role assignment for each person.

	W3	W4	W5	W6	W7	W8	W9	W10	W11	W12	W13	W14
Planning												
Scripting												
UI Design												
Arts												
Framework												
Mini-game development												
Sound												
Testing												

Figure 1: Weekly Schedule for project